

## ACTIVITY CARDS SCOPE AND SEQUENCE OF SKILLS

CARD	SKILL	CARD	SKILL
1	Matching colors	26	Matching numbers (1-5)
2	Matching colors	27	Matching numbers (6-10)
3	Matching an object to its color	28	Matching numbers (11-15)
4	Matching an object to its color	29	Matching numbers (16-20)
5	Matching same color objects	30	Matching numbers to sets (1-5)
6	Matching same color objects	31	Matching numbers to sets (6-10)
7	Matching color to color word	32	Matching numbers to sets (11-15)
8	Matching color to color word	33	Matching numbers to sets (16-20)
9	Matching object to its outline	34	Matching equivalent sets (1-6)
		35	Matching equivalent sets (7-12)
10	Matching shapes	36	Matching number to number word (1-6)
11	Matching shapes	37	Matching number to number word (7-12)
12	Matching an object to its shape	38	Matching set to number word (1-6)
13	Matching an object to its shape	39	Matching set to number word (7-12)
14	Matching same shape objects	40	Sequencing numbers (1-5)
15	Matching same shape objects	41	Sequencing numbers (6-10)
16	Matching shape to shape word	42	Sequencing numbers (11-15)
17	Matching shape to shape word	43	Sequencing numbers (16-20)
18	Completing a two-color pattern	44	Counting sets review
19	Completing a two-color pattern	45	Counting sets bar graph
20	Completing a three-color pattern		
21	Completing a two-shape pattern	46	Matching money
22	Completing a two-shape pattern	47	Matching money to amount
23	Completing a three-shape pattern	48	Matching equivalent amounts
24	Completing a pattern by size	49	Matching equivalent amounts
25	Completing a pattern by size	50	Matching prices to objects

**Though printed on sturdy card stock, the cards will be more durable if you laminate them before use.**

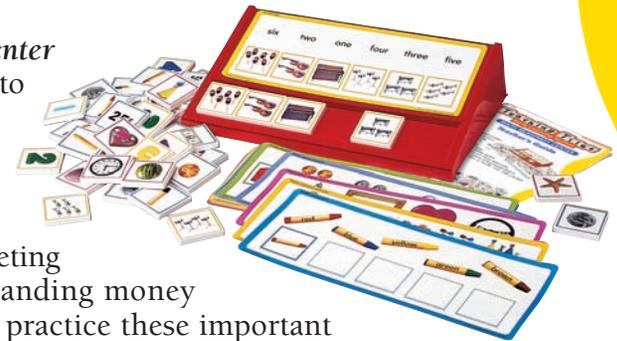
# Teaching Tiles™

## Early Learning System

### MATH READINESS CENTER

## Teacher's Guide

The *Math Readiness Center* is a hands-on approach to developing beginning skills such as: color, shape, and number recognition; counting, sequencing, and completing a pattern; and understanding money values. Young learners practice these important early skills using a combination of fun manipulative materials—large, chunky tiles, a “work” tray, and colorful, self-checking activity cards.



### TILES

The *Math Readiness Center* contains 100 plastic tiles—20 color tiles, 16 shape tiles, 32 number and set tiles, 10 money tiles, and 22 pattern tiles.

Tile borders are color-coded by category to go with the activity cards, enabling students to easily determine the tiles necessary for the task. For example, all shape tiles and the cards with which they are used have pink borders, while all number tiles and the cards with which they are used have yellow borders. The Activity Cards Scope and Sequence of Skills on the back of this guide shows the colors associated with the card and tile categories.



## ACTIVITY CARDS

Fifty self-checking activity cards provide lots of opportunities for active, independent learning and reinforcement of teacher-directed lessons. The front of each card has a skill-building task and an example, so non-readers can work independently. The back of each card shows the solution to the task. The cards have borders that are color-coded to go with the tiles, enabling you (or your students) to quickly and easily identify cards for center or lesson preparation. See the back cover of this guide for a complete listing of skills to help you plan your lessons.



### TRAY

The set includes a sturdy, plastic “work” tray. The tray is tilted for easy tile positioning and viewing. A built-in “ledge” holds the activity cards in place, enabling students to focus on the task.



## USING YOUR MATH READINESS CENTER

The tiles, tray, and activity cards in your *Math Readiness Center* make a motivating learning center activity. Demonstrate to students how to use the tray and self-correcting activity cards, then place them in your center.

You can also use your *Math Readiness Center* for teacher-directed activities with individual students or small groups. Here are some fun, hands-on activities that reinforce early skills.

### Color or Shape Grab Bag

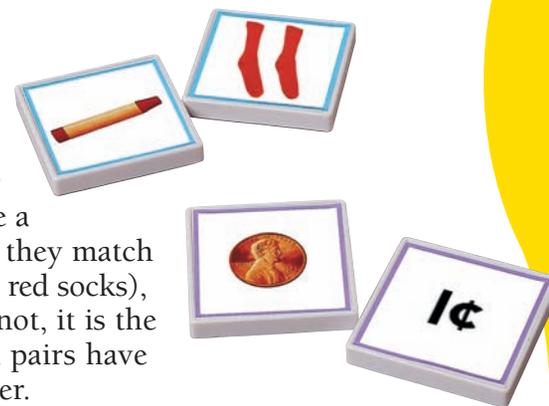
Place one each of either the color or shape tiles in a paper bag. Have a student reach into the bag and withdraw a tile. The student names the color or shape and points out something in the classroom that is the same color or shape (for example, a rectangle and the classroom door). The game continues until all tiles have been played.

## It's In the Bag

Choose a category of tile pairs, such as the tiles with the numbers 1-12 and the set tiles. Place each tile in a small paper bag. Give a bag to each student. Play some music. Encourage students to mingle as the music plays. Each time the music stops, students compare the contents of their bags with the student nearest to them. If the tiles are a pair, the students sit down together. When all students have “met their match,” the groups share their pairs with their classmates.

### Tile Concentration

Choose six or more pairs of tiles (colors and colored objects, money and money values, etc.). Turn them over on a flat playing surface. Have a student turn over two tiles. If they match (for example, a red crayon and red socks), the student keeps the pair. If not, it is the next student's turn. When all pairs have been matched, the game is over.



### What's Missing?

Set out 8-12 tiles on a flat surface. Discuss the pictures, shapes, colors, or numbers on the tiles. Have students close or cover their eyes. Remove one of the tiles. Ask students to determine which tile is missing. As your students' skills develop, add more tiles or remove more than one tile at a time. For an additional challenge, choose tiles in a single category, such as numbers or shapes, for students to remember.

### Number Order

Have a student arrange the number tiles in sequential order from 1 to 20. Then ask the student questions that reinforce the correct sequence, such as: “What number comes after 3?” “What number comes before 6?” “What number comes between 8 and 10?”

### Pattern Play

Encourage students to use the pattern tiles (bordered in lime green) to create their own patterns. Have them challenge their classmates to complete them.